Installation-
and
User-Guide
for
PDB-Importer

Installation

To extend the functionality of Blender by adding the PDB-Import-Script you will first have to install a Python-Environment adequate to your Blender-Version. The Python-Version used by your Blender-Installation is normally shown at the top of the Console-Window. For Blender 2.42 you will need Python 2.4.4, for Blender 2.44, Python 2.5.1 is necessary.

To add the PDB-Import-Script to Blender it is just necessary to copy the Python-File into the Scripts-Folder of Blender. Under Windows, this folder is located at <InstallDir>\.blender\scripts. Under Linux, you can find out the location of the folder by the following procedure:

- Open a File-Editor-Window in Blender
- Open a new file and type in the following Script:

```
import Blender
print Blender.Get('scriptsdir')
```

- Run the script by pressing Alt+P. The path of the Script-Folder is then printed out on the console.
- If *None* is printed out, then you have to set the Python-Scripts-Directory in the User-Preferences-Window of Blender. It can be found by dragging-down the upper menu bar and pressing the “File Paths”-Button. The corresponding edit box is labeled with “Python:”.

Usage

The PDB-Import-Script imports a Calotte-Model of the molecule described in a PDB-File. It can be found at “File”->”Import”->”PDB Protein Databank (.pdb)”. After selecting a file, you have the possibility to choose the subdivision-value of the used Icospheres in the range from 1 to 10. The default-value is 4. This is applicable for the most files. If you want to import larger files, you should decrease this value.